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SERIAL NO. 10/670,824
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IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re application of:	§	**Group Art Unit:**
Brokenshire, et. al.	§	
Serial No.: 10/670,824	§	
Filed: September 25, 2003	§	
Title: System and Method for Dynamically Partitioning Processing Across Plurality of Heterogeneous Processors	§	**Intellectual Property Law Dept.**
	§	**11400 Burnet Road**
	§	**Austin, Texas 78758**

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The Commissioner of Patents
Washington, D.C. 20231

Sir:

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The attached form, PTO-1449, provides a listing of patents, publications, or other information as required by 37 CFR § 1.98 (a)(1). A copy of each listed item that is not a U.S. Patent document, is supplied herewith.

Respectfully submitted,

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LIST OF PATENTS AND PUBLICATIONS FOR APPLICANT'S INFORMATION DISCLOSURE STATEMENT

Serial No. **10/670,824**
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Filing Date: **9/25/2003**
Group:
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U. S. PATENT DOCUMENTS

Examiner Initial		Document Number	Date	Name	Classification Class / Subclass	Filing Date if Appropriate
_____	AA	2003/0071840	04-2003	Huang et al.	345/736	
_____	AB	2004/0123188	06-2004	Srinivasan et al.	714/044	
_____	AC	6,966,015	11-2005	Steinberg et al.	714/47	
_____	AD	2002/0120886	08-2002	Nguyen et al.	714/39	
_____	AE	5,692,193	11-1997	Jagannathan et al.	718/106	
_____	AF	5,560,030	09-1996	Guttag et al.	712/16	
_____	AG	5,689,722	11-1997	Swarztrauber, Paul	712/12	
_____	AH	5,978,831	11-1999	Ahamed et al.	718/105	
_____	AI	2004/0260685	12-2004	Pfleiger et al.	707/003	
_____	AJ	2003/0009651	01-2003	Najam et al.	712/34	
_____	AK					
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FOREIGN PATENT DOCUMENTS

Examiner Initial		Document Number	Date	Country	Classification	Translation Yes No
_____	AM					
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Examiner Initial		**OTHER ART (Including Author, Title, Date, Pertinent Pages, Etc.)**
_____	AQ	"Error correction coding" "Backup" Microsoft Corp. (fifth edition). © 2002. Microsoft Press
_____	AR	
_____	AS	
_____	AT	
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Examiner: Date Considered:

EXAMINER: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to applicant.

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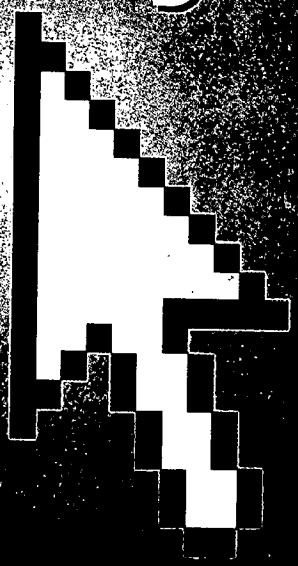

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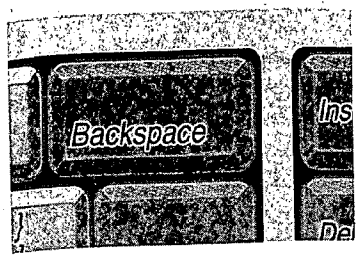


Backspace key.

backtracking *n.* The ability of an expert system to try alternative solutions in an attempt to find an answer. The various alternatives can be viewed as branches on a tree: in backtracking, the program follows one branch and, if it reaches the end without finding what it seeks, backs up and tries another branch.

back up *vb.* **1.** To make a duplicate copy of a program, a disk, or data. *See also* backup. **2.** To return to a previous stable state, such as one in which a database is known to be complete and consistent.

backup *n.* A duplicate copy of a program, a disk, or data, made either for archiving purposes or for safeguarding valuable files from loss should the active copy be damaged or destroyed. A backup is an "insurance" copy. Some application programs automatically make backup copies of data files, maintaining both the current version and the preceding version on disk. *Also called:* backup copy, backup file.

backup and recovery *n.* A strategy available in many database management systems that allows a database to be restored to the latest complete unit of work (transaction) after a software or hardware error has rendered the database unusable. The process starts with the latest backup copy of the database. The transaction log, or change file, for the database is read, and each logged transaction is recovered through the last checkpoint on the log. *See also* backup, checkpoint, log (definition 1).

backup and restore *n.* The process of maintaining backup files and putting them back onto the source medium if necessary.

backup copy *n. See* backup.

backup file *n. See* backup.

Backus-Naur form *n.* A metalanguage used for defining the syntax of formal languages, both for the developer of the language and for the user. A language is defined by a set of statements, in each of which a language element known as a metavariable, written in angle brackets, is defined in terms of actual symbols (called terminals) and other metavariables (including itself if necessary). See the illustration. *Acronym:* BNF. *See also* metalanguage, normal form (definition 2).

```
<number>::=<unsigned number>|
          <sign><unsigned number>
<unsigned number>::=<digit>|<digit>
<unsigned
                number>
<digit>::=0|1|2|3|4|5|6|7|8|9
<sign>::=+|-
```

Backus-Naur form.

backward chaining *n.* In expert systems, a form of problem solving that starts with a statement and a set of rules leading to the statement and then works backward, matching the rules with information from a database of facts until the statement can be either verified or proved wrong. *Compare* forward chaining.

bacterium *n.* A type of computer virus that repeatedly replicates itself, eventually taking over the entire system. *See also* virus.

BAD *adj.* Acronym for **b**roken **a**s **d**esigned. Derogatory jargon for a product or device that consistently fails to work.

bad block *n.* A faulty memory location. A bad block is identified by the computer's memory controller in the self-test procedure when the computer is turned on or is rebooted. *See* bad sector.

bad sector *n.* A disk sector that cannot be used for data storage, usually because of media damage or imperfections. Finding, marking, and avoiding bad sectors on a disk is one of the many tasks performed by a computer's operating system. A disk-formatting utility can also find and mark the bad sectors on a disk.

bad track *n.* A track on a hard disk or floppy disk that is identified as containing a faulty sector and consequently is bypassed by the operating system. *See also* bad sector.

.bak *n.* An auxiliary file, created either automatically or upon command, that contains the second-most-recent version of a file and that bears the same file name, with the extension .bak. *See also* backup.

used by most modems. *Also called:* error-correcting code. *See also* error detection and correction. *Compare* error-detection coding.

error detection and correction *n.* A method for discovering and resolving errors during file transfer. Some programs only detect errors; others detect and attempt to fix them.

error-detection coding *n.* A method of encoding data so that errors that occur during storage or transmission can be detected. Most error-detection codes are characterized by the maximum number of errors they can detect. *See also* checksum. *Compare* error-correction coding.

error file *n.* A file that records the time and type of data processing and transmission errors.

error handling *n.* The process of dealing with errors (or exceptions) as they arise during the running of a program. Some programming languages, such as C++, Ada, and Eiffel, have features that aid in error handling. *See also* bug (definition 1).

error message *n.* A message from the system or program indicating that an error requiring resolution has occurred.

error rate *n.* In communications, the ratio of the number of bits or other elements that arrive incorrectly during transmission. For a 1200-bps modem, a typical error rate would be 1 in every 200,000 bits. *See also* parity, parity bit, Xmodem, Ymodem.

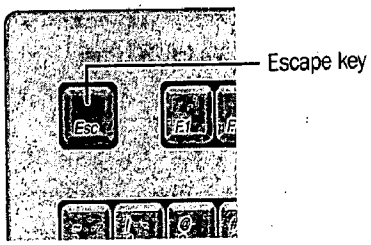
error ratio *n.* The ratio of errors to the number of units of data processed. *See also* error rate.

error trapping *n.* **1.** The process by which a program checks for errors during execution. **2.** The process of writing a function, program, or procedure such that it is capable of continuing execution despite an error condition.

escape character *n.* *See* ESC character.

escape code *n.* A character or sequence of characters that indicates that a following character in a data stream is not to be processed in the ordinary way. In the C programming language, the escape code is the backslash \.

Escape key *n.* A key on a computer keyboard that sends the escape (ESC) character to the computer. In many applications, the Escape key moves the user back one level in the menu structure or exits the program. See the illustration. *See also* Clear key.



Escape key.

escape sequence *n.* A sequence of characters that usually begins with the ESC character (ASCII 27, hexadecimal 1B), which is followed by one or more additional characters. An escape sequence escapes from the normal sequence of characters (such as text) and issues an instruction or command to a device or program.

ESC character *n.* One of the 32 control codes defined in the ASCII character set. It usually indicates the beginning of an escape sequence (a string of characters that give instructions to a device such as a printer). It is represented internally as character code 27 (hexadecimal 1B). *Also called:* escape character.

Esc key *n.* *See* Escape key.

ESD *n.* *See* electronic software distribution, electrostatic discharge.

ESDI *n.* Acronym for Enhanced Small Device Interface. A device that allows disks to communicate with computers at high speeds. ESDI drives typically transfer data at about 10 megabits per second, but they are capable of doubling that speed. Although fast, ESDI has been superseded by interfaces such as SCSI and EIDE. *See also* EIDE, SCSI.

ESP *n.* *See* enhanced serial port.

ESP IEEE standard *n.* Short for Encapsulating Security Payload IEEE standard. A standard for providing integrity and confidentiality to IP (Internet Protocol) datagrams. In some circumstances, it can also provide authentication to IP datagrams. *See also* authentication, datagram, IEEE, IP.

ESRB *n.* Acronym for Entertainment Software Rating Board. An independent, self-regulatory body providing ratings to the public and support to companies in the interactive software entertainment industry. The ESRB provides

EPS *n.* Acronym for Encapsulated PostScript. A PostScript file format that can be used as an independent entity. The EPS image must be incorporated into the PostScript output of an application such as a desktop publisher. Many high-quality clip-art packages consist of such images. *See also* PostScript.

EPSF *n.* Acronym for Encapsulated PostScript file. *See* EPS.

equality *n.* The property of being identical, used most often in reference to values and data structures.

equalization *n.* A form of conditioning used to compensate for signal distortion and delay on a communication channel. Equalization attempts to maintain the amplitude and phase characteristics of a signal so that it remains true to the original when it reaches the receiving device.

equation *n.* A mathematical statement that indicates equality with the use of an equal sign (=) between two expressions. In programming languages, assignment statements are written in equation form. *See also* assignment statement.

erasable programmable read-only memory *n. See* EPROM.

erasable storage *n.* Storage media that can be used repeatedly because the user has the ability to erase whatever data was previously there. Most forms of magnetic storage, such as tape and disk, are erasable.

erase *vb.* To remove data permanently from a storage medium. This is usually done by replacing existing data with zeros or meaningless text or, in magnetic media, by disturbing the magnetic particles' physical arrangement, either with the erase head or with a large magnet. *Erase* differs from *delete* in that *delete* merely tells the computer that data or a file is no longer needed; the data remains stored and is recoverable until the operating system reuses the space containing the deleted file. *Erase*, on the other hand, removes data permanently. *See also* erase head. *Compare* delete.

erase head *n.* The device in a magnetic tape machine that erases previously recorded information.

Eratosthenes' sieve *n. See* sieve of Eratosthenes.

ergonomic keyboard *n.* A keyboard designed to reduce the risk of wrist and hand injuries that result from prolonged use or repetitive movement. An ergonomic keyboard can include such features as alternative key layouts, palm rests, and shaping designed to minimize strain. *See also* Dvorak keyboard, keyboard, Kinesis ergonomic keyboard.

ergonomics *n.* The study of people (their physical characteristics and the ways they function) in relation to their working environment (the furnishings and machines they use). The goal of ergonomics is to incorporate comfort, efficiency, and safety into the design of keyboards, computer desks, chairs, and other items in the workplace.

Erlang *n.* A concurrent functional programming language. Originally developed for controlling telephone exchanges, Erlang is a general-purpose language best suited for applications where rapid development of complex systems and robustness are essential. Erlang has built-in support for concurrency, distribution, and fault tolerance. The most widely implemented version of Erlang is the open source version.

ERP *n. See* Enterprise Resource Planning.

error *n.* A value or condition that is not consistent with the true, specified, or expected value or condition. In computers, an error results when an event does not occur as expected or when impossible or illegal maneuvers are attempted. In data communications, an error occurs when there is a discrepancy between the transmitted and received data. *See also* critical error, error message, error rate, error ratio, fatal error, hard error, inherent error, intermittent error, logic error, machine error, overflow error, parity error. *Compare* fault.

error analysis *n.* The art and science of detecting errors in numeric calculations, especially in long and involved computations, where the possibility of errors increases.

error checking *n.* A method for detecting discrepancies between transmitted and received data during file transfer.

error control *n.* **1.** The section of a program, procedure, or function that checks for errors such as type mismatches, overflows and underflows, dangling or illegal pointer references, and memory-use inconsistencies. **2.** The process of anticipating program errors during software development.

error-correcting code *n. See* error-correction coding.

error-correction coding *n.* A method for encoding that allows for detection and correction of errors that occur during transmission. Data is encoded in such a way that transmission errors may be detected and corrected by examination of the encoded data on the receiving end. Most error-correction codes are characterized by the maximum number of errors they can detect and by the maximum number of errors they can correct. Error-correction coding is

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